

## Random Encounters

# Pets of Any Stripe

By Robert Wiese



### New Transmutation Spells

Since the work done at Skye's requires unique spells, Maephus has researched or has contributed work to each of the following spells. The new spells deal with transforming creatures into other creatures, and they complement the *polymorph* spells.

#### Mind of a Beast

Transmutation [Mind-Affecting]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes



*Mind of a beast* transforms the mentality of the subject into that of an animal or beast. The spell suppresses the target's own personality, mental awareness, and memories, and it puts in their place the average mental abilities and knowledge of a creature of type animal or beast whose Intelligence is 2 or lower. The caster selects the animal or beast type (bird, bear, owlbear, and so on) when the spell is cast. The target then acts as a normal creature of that type for the duration of the spell. For example, a target succumbing to "*mind of a wolf*" might fight to defend young wolves, but might run if a threat presented itself.

Unless another spell is already affecting the subject that changes these traits, it retains its type (for example, "humanoid"), physical traits (Strength, Dexterity, Constitution), body shape, natural attacks and damage, base saves, and speed, and gains the average Intelligence, Wisdom, and Charisma of the creature type. It gains the skills of an average creature of its type (modified by the target's physical abilities rather than the animal's), and it cannot use the skills of the original mentality. The spell does not grant any supernatural, spell-like, or extraordinary abilities of the creature type, and though the target retains its extraordinary abilities, it does not know how to use them if the animal or beast type does not also possess them. The target can use any feats of the original mentality that the creature mentality also possesses. The supernatural and spell-like abilities of the target's original mentality are not available to the animal consciousness, nor are any of the target's memories.

The animal mentality is not surprised or disoriented by its sudden existence, and it does not question that its body does not match the usual for its type. The animal mentality assumes that it belongs in the body it occupies and does the best it can. Thus, a target suffering from *mind of a deer* would run on two legs instead of trying to run on all fours, and a target suffering from *mind of a snake* would not try to slither. The animal mentality also does not question how it got into the situation it is in when the spell effect begins. It does have all the racial knowledge of an adult of its type, so it knows how to attack, run, what constitute threats, what it should be eating, and so forth. During the spell duration, others can speak to the mentality using the *speak with animals* spell if the new mentality is an animal type.

This spell can be made permanent by use of the *permanency* spell, but the caster must be at least 13th level and spend 2,000 XP in the endeavor. The spell cannot be used on targets that have no Intelligence.

**Material Component:** A small bit of brain matter from an animal or beast that has been dead no more than one hour. The brain matter may be carefully preserved for later use. The brain matter need not be from the creature type chosen in casting the spell, but it must be from a creature of the animal or beast type.

#### Mind of Another

Transmutation [Mind-Affecting]

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An improved version of the *mind of a beast* spell, *mind of another* transforms the subject's mentality into that of an aberration, animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin, and there is no maximum Intelligence limit. The caster chooses a creature (for example, "stone giant" or "nymph") upon casting the spell. Making this spell permanent requires a 16th-level caster and the expenditure of 3,500 XP. Otherwise, the spell works exactly the same as the *mind of a beast* spell.

*Material Component:* A small bit of brain matter is required, but it can be from any creature of the types listed for this spell.

### **Bringing the Parts Together**

Perhaps the characters come across someone who wishes to have access to Maephus's spellbook. Will they assist in this endeavor? What story will this person come up with to convince the PCs to assist him or her? Will the PCs do it?

### **Coming in Part 5 of the Pets of Any Stripe**

See some more developed adventure hooks that you can use with the pet store!

---

[Return to Main Page](#)

---